

Listing of Claims:

Claims 1-81 are canceled.

82.

(^{new}Currently Amended)

A method of playing a wagering game which simulates a knowledge base game and in which a player of the game may win an award comprising:

providing an electronic database of a plurality of questions for presentation to the player;

providing an electronic database of a plurality of answers associated with each questions for presentation to the player;

assigning a value to at least one answer;

electronically selecting one of said plurality of questions;

displaying said electronically selected question to the player in the format of the simulated knowledge base game;

displaying a plurality of electronically selected answers associated with said electronically selected question to the player in the format of the simulated knowledge base game;

electronically selecting one of said answers associated with said electronically selected question;

displaying said electronically selected answer to the player in the format of the simulated knowledge base game;

displaying to the player any value assigned to said electronically selected and presented answer in the format of the simulated knowledge based game; and

awarding to the player said displayed value wherein the awarded value is independent of the knowledge of the player.

83. ^{New} (~~Previously Added~~) A method according to claim 82, wherein one of said plurality of questions is electronically, substantially randomly selected and wherein one of said answers is electronically, substantially randomly selected.

84. ^{New} (~~Previously Added~~) A method according to claim 82, wherein one of said questions is electronically selected in response to a player initiated command.

85. ^{New} (~~Previously Added~~) A method according to claim 82, wherein one of said answers is electronically selected in response to a player initiated command.

86. ^{New} (~~Once Amended~~) A method of playing a wagering game which simulates a knowledge base game and in which a player of the game may win an award comprising:

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providing an electronic database of a plurality of questions for presentation to the player; providing an electronic data base of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player, each answer group including at least one desirable answer and at least one undesirable answer;

assigning a value to each desirable answer;

electronically selecting one of said plurality of questions;

displaying said electronically selected question to the player in the format of the simulated knowledge base game;

displaying the answer group associated with said electronically selected question to the player in the format of the simulated knowledge base game;

electronically selecting one of said answers from said answer group associated with said electronically selected question;

displaying said electronically selected answer to the player in the format of the simulated knowledge base game;

displaying to the player any value assigned to said electronically selected and presented answer; and

awarding to the player said displayed value wherein the awarded value is independent of the knowledge of the player.

87. ^{New}
(Previously Added) A method according to claim 86, wherein each answer group includes a plurality of desirable answers and a plurality of undesirable answers.

88. ^{New}
(Previously Added) A method according to claim 86, wherein said value is obtained substantially by presenting the question to a plurality of humans, having the humans provide an answer to the question, determining the number of times a particular answer is provided by the humans, ranking each particular answer by the number of times such answer is provided, with a higher rank given for a particular answer provided more times than another answer, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

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89. ^{New}
(Previously Added) A method according to claim 86, wherein said value is obtained substantially by presenting the question to a plurality of humans, having the humans provide an answer to the question, determining the number of times a particular answer is provided by the humans, ranking each particular answer by the number of times such answer is provided, with a higher rank given for a particular answer provided more times than another answer, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer, wherein said plurality of desirable answers are selected entirely from the highest ranking answers.

90. ^{New}
(Previously Added) A method according to claim 86, wherein one of said plurality of questions is electronically, substantially randomly selected and wherein one of said answers is electronically, substantially randomly selected.

91. ^{New} (~~Previously Added~~) A method according to claim 86, wherein said value is obtained substantially by presenting a plurality of questions to a plurality of humans, each question having a single, correct answer, having the humans provide an answer to each question, determining for each question the number of times the correct answer is provided by the humans, ranking each correct answer by the number of times such correct answer is provided relative to the number of times correct answers were provided to other questions, with a higher rank given for a correct answer provided less times than correct answers to other questions, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

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cont.
92. ^{New} (~~Currently Amended~~) A method of playing a wagering game which simulates a knowledge base game and in which a player of the game may win an award comprising:

- providing an electronic database of a plurality of questions for presentation to the player;
- providing an electronic database of a plurality of answer groups each comprising a plurality of answers associated with one of said questions for presentation to the player, each answer group including at least one desirable answer and a plurality of undesirable answers;
- assigning a value to each desirable answer;
- electronically selecting one of said plurality of questions;
- displaying said electronically selected question to the player in the format of the simulated knowledge base game;
- displaying the answer group associated with said electronically selected question to the player in the format of the simulated knowledge base game;
- electronically, substantially randomly, successively selecting ones of said answers from said answer group associated with said electronically selected question until either a

preselected number of undesirable answers are electronically selected or until a preselected number of desirable answers are electronically selected;

displaying said electronically selected answer or answers to the player in the format of the simulated knowledge base game; and

awarding to the player the aggregate, total value of each value assigned to each said electronically selected and presented desirable answers wherein the awarded value is independent of the knowledge of the player.

93. ^{New} (~~Previously Added~~) A method according to claim 92, wherein said value is obtained substantially by presenting the question to a plurality of humans, having the humans provide an answer to the question, determining the number of times a particular answer is provided by the humans, ranking each particular answer by the number of times such answer is provided, with a higher rank given for a particular answer provided more times than another answer, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

94. ^{New} (~~Previously Added~~) A method according to claim 92, wherein said value is obtained substantially by presenting a plurality of questions to a plurality of humans, each question having a single, correct answer, having the humans provide an answer to each question, determining for each question the number of times the correct answer is provided by the humans, ranking each correct answer by the number of times such correct answer is provided relative to the number of times correct answers were provided to other questions, with a higher rank given for a correct answer provided less times than correct answers to other questions, and assigning a value substantially corresponding to said ranking, with a higher value assigned to a higher ranking answer.

95. ^{New} (~~Previously Added~~) A method according to claim 92, wherein the number of undesirable answers in each answer group is at least three.

96. ^{New} (~~Previously Added~~) A method according to claim 92, wherein the number of undesirable answers in each answer group is at least three and wherein said preselected number of undesirable answers is three.

97. ^{New} (~~Previously Added~~) A method according to claim 92, wherein the number of desirable answers in each answer group is three, four, five or six.

(1) 98. ^{New} (~~Previously Added~~) A method according to claim 92, further comprising:
assigning a value to each question and the associated desirable answer, such value selected from a plurality of different values;

concl displaying at least two of said different values to the player in the format of the simulated knowledge base game; and

awarding to the player said selected value if said electronically selected and displayed answer is the desirable answer associated with said selected and presented question.

99. ^{New} (~~Previously Added~~) A method according to claim 92, further comprising substantially randomly, successively selecting ones of said answers from said answer group associated with said electronically selected question until either a pre-selected number of undesirable answers are electronically selected or until said desirable answer is electronically selected.

100. ^{New} (~~Previously Added~~) A method according to claim 92, further comprising awarding to the player said selected value if said desirable answer is selected before a preselected number of undesirable answers are selected.